SBACE

Santa Barbara Atari Computer Enthusiasts

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AMP
(Advanced Music Processor)

by PHILIP PRICE

This is to let all 8-bit Atari owners out there know that I have uploaded an early Advanced Music Processor (AMP) demo disk (scrunched) onto the WIMP BBS (805-967-5264). It has some of the early versions of AMP (Versions 3.0 thru 10.2). I have a demo we gave to ANTIC that was protected but is now unprotected and you may upload it in the future. It uses AMP 11.4, which I made after Alternate Reality the City (which used AMP 11.3). The dungeon will not be using the AMP because they want to make it easy to transfer the music to Commodore, Atari, etc. The music is all original songs written by Gary Gilberts using the a variety of versions of AMP. Songs on this demo disk include Passionately, All were I, and Say the Things. Also included is FACE which was a theme song for a Science fiction role playing game I never started. All music is about 3/4 years old. There are a number of other songs you can upload seperately, although, over 16 original songs I have that use AMP 11.3 or AMP 11.4 can't be let out since they are used in AR the City or are used in a altered (poorer) form in the Dungeon. The Demo is listed under ampdemo.scr.

In case there wasn't an unscrunch around, I uploaded unscunch.com. Download both and run unscrunch.com to get the amp demo, which takes up a disk unscrunched.

If you like this demo and would like to see more in the future, both Gary and I would enjoy hearing from you. I can be reached at:

Philip Price
401 W. Pine #77
Lompoc, Ca. 93436

and Gary can be reached at:

Gary Gilbertson
c/o Paradise Programming, Inc.
P.O. Box 2634
Kailua-Kona, Hi. 96745-2634

If enough people contact Gary, I think he will start writing some more songs (maybe for Christmas time) and we would charge a small fee or do shareware (10 dollars or less). The ampdemo contains all ORIGINAL SONGS. I think you will enjoy these. This demo was used at CES by ATARI when they showed their never to be released 1450xl. It blows away any music you can hear on the Commodore 64 or Apple II (unmodified), etc.

Enjoy!
-Phil

ATARI COMPUTERS.......

HOT NEWS

BY: FRED OLIVOS (SBACE)
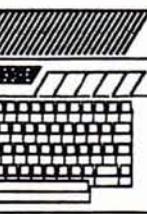
For the past seven years (since 1980) Atari 8-bit users (800's, XL's & XE's) have had many opportunities to purchase many excellent software products. In fact, most of us who have had our computers for a few years have been buying software to the point where the actual money value of our software exceeds the the actual dollar value of the hardware by a factor of ten to one. (surveyed newsletters) We love our Atari 8-bits and can't see the justification in procuring one of the new ST's. But what if I told you that possibly very soon now, you can use ALL of your 8-bit software on an ST! I know what I'd do. I'd go out and get one real fast. Here's the scoop:

It seems that a 20 year old enterprising young man by the name of Darek Mihocka wanted to prove to the world that the Atari ST computer could be made to think that it was an 8-bit machine. A well written piece of software could could do the trick, however the information needed to pull this off was contained on Atari's Translator Disk which was in the Public Domain (I should say IS but I'll get to that later). Let me quote from a recent SPACE Probes newsletter: "The problem (the 8-bit emulator for the ST) stems from the use of the TRANSLATOR DISKS by a young Canadian college student to develop a (an) 800 Emulator for the ST. Atari has now told him that the material is copyrighted and if he continues to develop the Emulator, they will be forced to bring legal action." (Library Notes - Dale Mellott)

Is Atari biting the hand that feeds it? Are they willing to forsake all of us dedicated 8-bit users? According to the recent edition of CURRENT NOTES in an STUPDATE article by Frank Sommers, I paraphrase from his article:
"Atari Acquiesces -
    In what the author of the 8-bit Emulator for the ST, Darek Mihocka, says "was like a bolt from the blue for when Friday night (May 15, 1987) Niel Harris puts up a message for me on GEnie, saying in effect, in the sum of our exchange some 30 messages back and forth, that it's OK to go ahead and use Atari ROM's to put out my Emulator. Why just two

nights before he was up on GEnie telling everybody that is was a lousy program." Darek is a student at a college in Waterloo, Ontario Canada. He has been calling, writing, both postal and E-mail to Atari since January in an effort to get their OK to release his program which, as we noted briefly earlier, will permit you to run 8-bit BASIC programs on the ST. He now also has it running MAC 65(?) and PaperClip. The program may contain the ROM's in the Atari operating system, in a stipulation by Harris, as long as it appears with the source code publicly. Darek hopes to have it in Analog or Antic soon. Part of Darek's frustration was that he intended to make no money on it, and intended to offer it free. He wanted to prove that it could be done and add a little more spice to the ST pot. Good news, Darek, and a wise decision by Atari. Improvement, additions, and modifications should begin to appear almost immediately after the software Emulator is out. Seeing the "READY" sign (prompt) on your ST is an eerie flash back for many of us who started out with the original Atari 800 with it's 16K of memory."

Now to wrap up all of this I bring you one more excerpt from an article in the Michigan Atari Magazine by John Nagy:
    "An 800 Emulator for the ST is a reality! I have seen it and talked to the author. Darek Mihocka of the London, Ontario area, has written and distributed several levels of beta test versions on BBS's. He originally planned to make a Emulator for just about all the 6502 machines, but has since broken the emulations into seperate versions for the Apple II, the ST and soon the Commodore 64.
    The version I saw ran no graphics and did not support DOS functions. But in a telephone interview on February 22 Darek told me that he has now developed the emulation to produce all graphics modes, DOS support, and even display lists! Still to be developed are Player Missle graphics and Sound. Ultimately he plans to have the emulation good enough to run commercial heavy graphics software."
Let's wish Darek much success with his much needed product and ideas.   Fred

Upload/Download

Fine article by David Thornburg in the July, '87, issue of COMPUTE! (p. 42) on 'Advancing Technology'. An interesting account of 'waiting' for the latest computer brekthrough before buying. One side point made by Thornburg is the prediction of an 'old computers club' much like today's old car clubs. Hmmm. Maybe I should dust off that old Atari 400 ... Article by Bill Wilkinson agrees with Jim Patchell. "When I first saw how well-designed the Atari Operating System (OS) was, I was impressed. That was more than eight years ago, and I still think it is the best OS in the world of small machines" (COMPUTE July, '87, p. 53)... Check out Novation's 'Parrot 1200' if your looking for a modem. Uses Hayes command set, is compact, powered via RS-232 port, costs $119... Check out Electronic One (614-864-9994, Columbus, Ohio) for best prices on Atari hardware (p. 117, July, '87, COMPUTE!) Examples, 800XL ($70), 1040ST mono ($660) ... Two good articles in Atari Explorer (Summer '87) on Desktop Publishing and Laser printers. Desktop Publishing (DTP) is the current 'hot' area with computers. A billion-dollar industry this year and forecast for 2-billion next year. Atari ST has Publishing Partner (PP), an excellent DTP software program. Ready, Set, Go

(DTP) should be available later this year. Competition in this area is INTENSE! Check out the desktop publishing magazines at your local newsstand. This issue of SBACE use PP for the article on Advanced Music Processor (system font) and PP for the article you are now reading (helvetica font). These are the only two fonts that I can currently print with my Epson MX-80 dot matrix printer and PP. The back page (club officers, announcements) is printed with helvetica and Apple laser-writer printer. Notice any difference? You can also use times font with laser printer and PP... Ian Chadwick (ST-Log, April, 1987) has an interesting article on word processors. Ian is an excellent writer and is very well know in Atari circles. Probably some of the technical as well as popular articles you have read have been by Ian. His choice for the ST (presently) is ST Writer. Speed, ease of use, cost, are all considerations for his choice. Incidentally, THE WIMP (967-5264) has version 1.71 of ST Writer for downloading from the ST files. My own choice is to wait and see what WordPerfect offers in the ST version (and price)... Interesting Reader Comment in ST-Log, April '87, p. 8, on the 'Atarian Dilemma' and shaking the games computer image for the Atari computer line. Thoughtful interpretation of

Atari strengths and weaknesses including insight into Magic-Sac program for use with the ST... Interesting program for the ST is 'Personal Letter Writer'. Makes random spelling mistakes, inappropriate word use, variable key stikes, smudges, etc. to try and 'personalize' your computer letters, notes, etc. ... Nice ST modem communications software review of Flash 1.12 in BYTE (Extra All-Software Edition, p. 94)... Navarone ST digitizers (sound and video) written up in the ST Informer (May '87, front page). Looks interesting ... I've ordered the 8-bit version of Cardiac Arrest from Mad Scientist Software. I'll review it in a future SBACE issue. Program is written by an M.D. for training health personnel but offers interesting challenges to the layperson about heart attacks... Avant-Garde annouces PC emulation software for the ST. Plays 80% of IBM programs. Cost: $90... Don't forget the Acenet Atari fair coming up on September 19-20...

Conrad Weiler
SBACE

SECRETARY'S CORNER.

Caroline Connor
June 9,1987

Opening Announcements

The agenda for each meeting is usually based on what the board THINKS (and hopes) that SBACE members want. However ideas for future meetings are always appreciated. The question, "What do you want?" was posed at the June 9 meeting. Some ideas were (1) to simulate the use of a bulletin board (2) a swap meet with a percentage of the sale going to the club and (3) demos of S.T. games. In addition to these what do YOU think? One more idea offered was a time set aside for members to share with each other sources of equipment, i.e. where and what, prices, contacts, etc.

The July meeting will be centered around the magazine on a disc, the Aladdin. It will be demoed by a company representative for both the 8 bit and the 16 bit. It should be an outstanding meeting!

Members Only Drawing

There was a winner on the first try! Fred Olivas was the lucky person. But what did he choose? No one knows! Maybe we'll solve the mystery at the July meeting.

Disc of the Month

This month there was only one for the 8 bit. It is a program that allows you to add sound, (music) to the background of a program without interfering with the operation of that program. Sounded great!

If you are an S.T. owner and interested in Basic, you may borrow a disc that deals with the subject. It is available to any member for one month at a time.

Jim Patchell completed the task begun last month, but left unfinished because of

time. It was the subject of word processing for the S.T. He demoed STWriter. Just to make it interesting he threw in a little history. The history started with a text editing program titled Micro-E-Max. It was used for writing programs and preceded word processing. It was and is a complicated program with many commands to learn. However as with most things, as time goes by, the complex becomes simple. There is now Mega Max Text Editor which is mouse based, but it is not a word processor.

There was some comment on First Word. The general opinion was that there may be problem between the program and some printers, which is an important point against it.

Conrad Weller finished up the evening with the ST spelling checker Thunder. It not only checks spelling, but gives other information such as number of words, reading level of the text, anagrams, etc. Most of the group was of the opinion that it was a "good" program.

There was some discussion about the various information services available, i.e. Genie, CompuServe, Quantum link, etc. This might be a subject for a future meeting.

Next month is a biggie! Aladdin is coming! It's a meeting you don't want to miss!

Editor's Note: Caroline submitted this article on 5.25" disk (using 8-bit PaperClip). I uploaded it to THE WIMP BBS via 8-bit and then downloaded it to my 16-bit Atari and saved her program file on 3.5" disk. Publishing Partner (PP), a desktop publishing program, was used to design page layout and Caroline's program was imported into PP.

Using Atari's for Home Projects

by Jim Patchell, SBACE

If you are a hobbyest like I am, you may have found that your Atari computers are invaluable assets for constructing your home electronics projects.(By definition, a home project is an effort on your part to build something from scratch that you could purchase in a store at 1/4 the price).

My hobby for the most part involves music and the use of music synthesizers. I have been building synthesizers of various sophistication now since 1972. The use of computers started in 1977 when I got my first fully functional computer running (a Polymorphic 8813). Back in those days, using a computer in a music synthesizer was no small chore and interfacing to the Poly was a really clumsy affair. In 1979 I discovered the 6502, whose most appealing aspect was that it was very cheap, it was easy to use and you could whip up a real simple controller in no time flat. Thus my start with ATARI.

When I purchased my Atari 800 in December of 1980, it was the only 6502 computer that you could get that was inexpensive (only $2000). It had upper and lower case keyboard and had an assembler that was supported by the manufacturer. Thus began my "love affair" with the Atari. Come to think of it, I was the only one I know of that did not purchase the Atari because of Star Raiders.

At that time I would use the Atari Assembler/Editor cartridge to assemble source code and would then use the listing to "key" in the binary code into a 2708 E-Prom programmer that I had at the time. As my programs started to get longer, I soon realized that this was no way to go. I

built a 2716 E-Prom programmer that worked on a single board 6502 computer that I had (it had a whopping 2K of RAM, whoppie), but I still had to key the code into the machine to program proms. This is when I started really getting into the ATARI 800 OS. I studied the operation of the SIO bus on the 800, plus the Device handler that is built into the OS. I built an interface for my single board computer, based partly on the interface that is in the 850, and began working on software for transferring data from the Atari to the single board computer. This was no small task, but I finally got a real kludgy setup going to I could burn 2716 E-Proms without too much trouble.

I then began work on a semi-stand alone programmer. Again, based on the 6502. I used the kludgy programmer to burn the proms that controlled the good one I was working on. After working on this for a year, it soon became apparent that i was getting nowhere. The problem being that I had a very complicated piece of software that was running in the new programmer, and no way of seeing why it did not work. All I could do was look at the code, and then guess. The project was put aside for almost another year before the greatest boon to the small computer world ever happened. A company called ARIUM announced their new logic analyzer, the ML4100, and it only cost $2000. That was about $18000 less than the nearest competitor. By the time I added on all the options I wanted, it came to $2500 but did not hesitate. I had a few bucks in my checking account waiting to be spent, so I went for it.

It took only about 1 month of work using the 4100 to debug the new prom programmer. It worked so nice, I finally, after about a year of using the bread board, decided to put it on a PC board and the software again went through another revision, getting cleaned up so to speak.

Anyway, with the presence of an easy to

use Eprom programmer, other projects began to get more complicated. I have several in process at this time, including a Polyphonic Midi controlled analog synthesizer. With all of this software being written on a lowly Atari 8-bit computer. It is kind of interesting, I have written more software to run on something other than an Atari 800, than the 800 itself. But that was sort of the beauty of the whole process. The Atari could easily communicate.

Which brings me to the next part of the subject. The Atari ST series of computer. While it is a nice machine, and is the most affordable computer on the market today (on a price/performance basis) it does lack in the ability to communicate with the outside world with the ease that old 800 had. But it still has a place in my home projects, but to a different degree. About the only way you can really talk to the outside world with the ST is via the RS-232 port or the MIDI port. The DMA port, while potentially useful, suffers from the lack of good documentation on how it is supposed to work.

For the moment, I am only using the MIDI port for talking to the outside world. Funny thing is, I still depend on the 800. The 800 is used for writing the code that runs a MIDI interface that is plugged into the ST. But the ST, with it's far superior programmer/user interface makes itself felt. Being that the ST can be programmed in C, complicated code can be written in days that would have taken months, if ever, to do on the 800. In the final analysis, each machine has its place. The 800 for its simplicity and versatility, the ST for its power. I could never part with either machine.

For those of you interested in what is going on with both mine and other's home projects, there is a section on the WIMP BBS (805-967-5264) that can be used for discussing what people are doing. Mostly, so that you can avoid reinventing the wheel

or possibly to ask questions to avoid some of the pitfalls.

...... BASIC PROGRAMMING AIDS ......

If you want to run a BINARY file from BASIC, use this command:

```
OPEN #1,4,0,"D:filename.ext":
X=USR(5576)
```

This will load your file then disable BASIC. Your non-BASIC program will now run.

FRED OLIVAS

P.S. FUNNiES   FRED OLIVAS

You know that computer program Fred's been working on for the last six months?

Well it crashed again and this time he's real upset.

I'm never gonna program on that %#$%#! computer again!
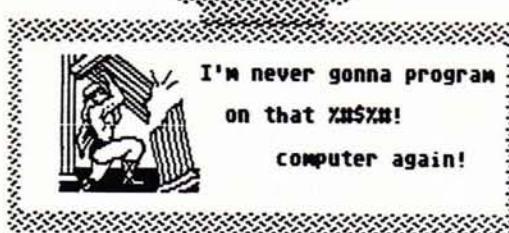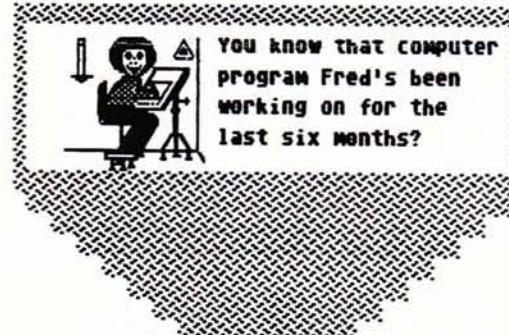
DISK-OF-THE-MONTH ∷∷ S.B.A.C.E. ∷∷ JULY 1987

THE DIGITAL LIBRARIAN...

DISK PRICE $4.00

"Providing The Best Public Domain Software To The End User"

THIS MONTH'S FEATURE

DISK NO. 31

GREAT PROGRAMS

AT A LOW PRICE

"WHAT A DEAL!"

SANTA BARBARA ATARI COMPUTER ENTHUSIASTS

DISK SYNOPSIS

DISK-OF-THE-MONTH

ATARI   PRESENTED BY: FRED OLIVAS

SIDE-A

PRINT SHOP ICON DISK

SIDE-B GERMAN DEMOS

In exchanging Public Domain disks with other users groups around the country I often get some pretty nice software for our library. By sifting through all of the available programs I seek out the BEST for our users; in other words, more bang for the buck. That's just what we've done for you this time.

Side one of this month's disk contains one hundred and seven new Print Shop Icons! If you have the Print Shop then you need this disk! It originally comes from the Jersey Atari Computer Society (JACS). Remember reading about them? They're the official Print Shop Icon collectors for users groups. Check out some of these fabulous Icons!

GHOSTBUSTER   POPCORN   PENGI

SCIFI   WALKER   ORBITER

COMEDY   GLOBE   TRAGEDY

SHELLS   FRED   YOU

COWBOY   SNAIL   ERNIE

TSHOES   GOLF   POOL TABLE

SBACE

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THE WIMP BBS: Jim Patchell   967-5264
   All are welcome to log on!

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* * * Next General Meeting * * *

Tuesday, July 14th, 7:30 pm
Glendale Federal
State at Hitchcock, Santa Barbara

Mary McCullough, Disk Publications, Inc.
Demo of the Aladdin Disk Magazine